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## About This Game



### Important Note

Caos is not a misspelling. It's not 'chaos': It's Caos.

## Story

Terribilia Van Quinn, a.k.a. Terry, is an apprentice technomancer, as much ingenious as she's impulsive and distracted. Gifted with a fantastic talent, Terry created amazing inventions, among which stands out Heimlich, a talking mechanical owl and her best friend, which follows her in every adventure.

After many ups and downs, Terry finally begun her apprenticeship under the legendary Albion McMaster, known as the greatest technomancer ever, a grumpy and enigmatic man. Now, following her new master, Terry will have to fullfill McMaster's expectations, following him in a new, great adventure.

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McMaster is on the trail of a mysterious artifact, with which he could accomplish his Great Project.

Will Terry be able to help her master to achieve his goal?

Will Terry be able to actually get what this goal IS?

Will Heimlich be able to prevent her to get in too much trouble?

And have I removed the roast from the oven?

Almost all of these questions will be answered in "A Tale of Chaos: Overture"!

Act I: Sinking in the mud - AVAILABLE

Act II: Off to Modron - AVAILABLE

Act III: The secret of the Quarzigrast - AVAILABLE

Note: by purchasing the game you'll get instant access to the three acts.



## Features

- More than 10 hours of gameplay in three acts.
- A very deep and complex plot, full of twists.
- Dialogues and circumstances full of refreshing humor.
- A few puzzles and minigames to solve.
- A secret room to find in every act of the game.
- A lot of original characters to interact with.
- Pixel and colorful graphics honoring the nineties classics.
- Original soundtrack.
- Extravagant inventions, fantastic creatures and surreal worlds.
- No pixel hunting, thanks to the Phase Detector.
- Integrated help system within the game menu ("The Walkthrough" option), featuring three levels of detail: starting from a simple hint, up to an exact suggestion of what to do next.



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Title: A Tale of Caos: Overture  
Genre: Adventure, Indie  
Developer:  
ExperaGameStudio  
Publisher:  
Eli Daddio  
Release Date: 21 Dec, 2016

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English,Italian,French





Quick gesture Fast snap  
Knock knock



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a tale of caos overture walkthrough. a tale of caos overture. a tale of caos overture achievements. a tale of caos overture secret room

Meh... No voice acting, animation only while characters idling and it's simple looped. Characters not doing anything just standing while text explain that they actually do. Boring. Very boring. Plot isn't so bad and text wrote well, but without voices it's too boring to read. Graphic drawn well and its remind old games like King Quest or Space Quest. Maybe it's just not my cup of tea, or maybe I played not too many point-and-click quests to judge well. I think if you liked this graphic... yeah why not, it's cheap. But it's only one thing that game can actually gave you.. A particularly enjoyable way to spend time.

I had a few problems with the game occasionally just stopping responding to the point I had to Alt-F4 out of it and try to play parts of it over because there is no autosave.

But the story was quite enjoyable.

The only other complaint I had was the multitool minigame - especially on a 4K monitor - you could click for it to unlock within the range and it might not accept it.. boring, not funny, seems to be targeting younger audience. Also no ability to change resolution.. Really nice game, a little short maybe. I follow the devs since they released a Matter of Caos on the internet. I was really looking forward to this game.

I just finished it and after a few adventures I ended up joining a personal hygiene related cult, I party pooped children and got friend with a black-skinned and fire-bearded blacksmith giant.

Yeah!

Nice game!

I can't wait to see what's next. Super chill game by people who obviously love the genre, and strikes a great balance between holding your hand and letting you figure it out (i.e. UHS style hints on demand, but you have to clickthrough). Mini games are simple enough and skippable. Items are reusable and modifiable in a way that feels fresh for point and click. Also hope the next ones are longer (with skippable dialogue) but the tone and interface, puzzles, it's all really accessible and logical.

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I used to play games like this style long ago on a pc with windows 2000 running on it  
its good to get back in those moods  
the dialogue are funny at some points, i like the owl  
some paths you can take are not easy to catch with your curcor so be sure to search around very good before you leave a place

<https://www.youtube.com/watch?v=vafOzB0lVWg>. I really don't like the gameplay. The first screen shows perfectly what I don't like: there's a hammer, and you ask the protagonist to pick it up. She does nothing. But she actually IS trying to pick it up, without moving an inch, just doing "sounds" like "mmmph" to represent she's trying (mind you, in the same static pose, with a slightly looped animation). This carries on for the rest of scenarios. I'm already bored. Love the graphics, though. Will continue playing to see the outcome but so far, I have been very disappointed.. I don't write a lot of reviews, but I wanted to give this game some love because I really liked it and want to see the Caos Symphony be developed.

This game is old school. No voiceovers and lots of dialogue. I loved the main characters, Terry and Heimlich, and their interactions between themselves and others. The story was great and I wanted to play it out to find out what happens. It definitely kept my interest.

Most of the puzzles were adventure game logical so it might be a little more challenging for beginning adventure gamers. But the game has an in-game walkthrough that will get you unstuck from any situation you might find yourself in. There are a couple minigames which require some reflex clicking (e.g., clicking when the cursor hits a spot on a bar) but I made it through pretty easily and I don't have the best speed reflexes in the world so I think most people can handle it without too much trouble.

Manual saves and so you can save as often and never have to wait for a save point. You don't die in the game so the save is mostly for safe progress keeping rather than making sure you don't have to replay hours because your character fell off a cliff or something. :)

Someone mentioned 104 dialogue choice clicking in Act II. Seriously, you would only click that many times if you were forcing the result and not trying to solve the riddles. Once you see that you need words of wisdom from all the NPCs, you just go and collect them all. Once that is done, you can solve the riddles by careful choices. There are some of these kinds of puzzles in this game and I did have to get some actual paper and take notes - especially in Act III. Old school adventure. Doing that on occasion is fine by me and makes me smile more than irritates me.

I had a lot of fun playing this blast from the past game that was clever, charming and funny. I highly recommend it to people that like the old style point and click adventures.. I like the game, there are some good puzzles.  
But I have to admit somtimes if you play it too long at once it can get a bit exhausting.. Well it's certainly unique. Couldn't get into the game play. Also lots and lots of clicking for not dialogue that didn't really do much for me.. For its price, it's quite funny and interesting, but not too detailed. There's an easily accessible Walkthrough, but there's a lot of moon logic (I'm looking at you, Stream in Act 2!). Despite minor inconveniences in gameplay, the program is very solid and stable. Definitely get it while it's on sale!. While a little on the short side, the game is excellently done, full of wit, and with tricky but on the whole logical puzzles. One downside is that some previous free instalments aren't bundled with it, particularly A Tale of Caos: Prelude, which sets up the backstory; Play that first.

Experia Games have a well-deserved reputation for very high-quality adventure games, particularly the epic A Matter of Caos series. This looks to be another in the making.. A Tale of Caos: Overture makes an earnest attempt, but sadly falls short lacking in production quality, gameplay and story.

A Tale of Caos uses colorful pixel art with occasional comic panel style cut scenes interspersed at action heavy moments. That said it is pretty underwhelming. Unlike many other point and click games, this one has almost no animation. At each scene you stare at a lightly animated picture. Characters on screen do not move more than light breathing or doing a repetitive task. The dialogue will say the characters are doing things when the visuals still show characters standing still. This is just unappealing and feels lazy. Even so when done correctly this style does not have to be bad. Detective Grimoire took a similar route, but it used velvety smooth character animations and the dialogue never disagreed with the visuals, making for a much better experience than A Tale of Caos's attempt.

Moreover, the game is incredibly dialogue heavy, yet they way dialogue is rendered makes it difficult to read and in some case hard to tell it is even on screen. A Tale of Caos seems confused on whether it wants to be a visual novel or a point and click

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because it has a \u201ctell don\u2019t show\u201d approach to storytelling. The characters apparently live in a vibrant multidimensional universe, which we never see. The author has some clear vision of the world but world building feels like it gets in the way of game play. Dialogue trees are hard to navigate and it is not obvious when asking the same question again will get different results.

Continuing, some puzzles are the standard rub two things together type, but others are awkward dialogue puzzles. The dialogue puzzles in Act II were painfully drawn out with lots of looping dialogue. You have to read HUNDREDS of lines of the SAME text repeatedly if you did not respond correctly the first time. Worse yet, on occasions asking the same question repeatedly will get you a different response. Other times the game includes a huge number of dialogue options because the creators thought it would be funny. The problem with this is that if you are stuck on a puzzle you might actually try exhausting those options, which is time consuming and unrewarding.

The story starts off simply, with a slapstick tone and an airheaded genius. There are immediate implications that you are working for the bad guy, which given the tone seems like the game would conclude with a comical ending. It does not. Instead the first two acts are largely irrelevant world building, followed by a third act that deeply analyzes the protagonist psyche and troubled past. That third act came out of nowhere and completely undermined the tone of the game and the art. But the problems continue as the third act is largely just an excuse to reuse assets from the previous acts. If that was not bad enough, it ends on a cliff hanger with very little at stake. There is no clear indication on what horrible thing will happen. So we are left neither a satisfying ending nor real anticipation for the next game.

I feel bad for negatively reviewing the game. This isn\u2019t some rush out door attempt, there is quite a bit of character in this game. It just unfortunate that design, gameplay and story all seem to be at odds with each other.. A particularly enjoyable way to spend time.

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